



GUANAI CANAL CAMPAIGN



CONTAINS UPDATED
VERSION 1.1 DISC

STRATEGIC SIMULATIONS INC.



**CONTAINS UPDATED
VERSION 1.1 DISC**

EGIC SIMULATIONS INC.

GUADALCANAL CAMPAIGN



SSI
STRATEGIC SIMULATIONS INC.

CONTAINS UPDATED
VERSION 1.1 DISC

- Features both day & night surface combat, naval bombardments of Guadalcanal
- Ability to make use of air units to resupply Guadalcanal
- Ability to repair damaged ships for use later during the campaign
- Two-player and computer vs. computer (solitaire) versions
- Ability to save game in progress for resumption later

GUADALCANAL CAMPAIGN



For more information on this campaign, visit our website at www.ssi.com.
SSI is a leader in the development of computer simulations for over 20 years.
SSI is a leader in the development of computer simulations for over 20 years.
SSI is a leader in the development of computer simulations for over 20 years.



CUI

For Your
APPLE II
with
Applesoft
ROM Card
or
Apple II
Plus
48K
Memory
& 1 Mini
Floppy
Disc Drive

Cover design:
Louis Hsu
Sackow
Cover art:
Kevin Henney
&
Don Moo

DISK II DISC



GUADALCANAL CAMPAIGN™ was designed by Gary Grigsby.
□ PLAYING TIME: Mini-games, 2 to 4 hours; Campaign, 40 to 80 hours.
□ INTERMEDIATE LEVEL

GUADALCANAL CAMPAIGN





For Your
APPLE II
with
Applesoft
ROM Card
or
AppleII
Plus
48K
Memory
& 1 Mini
Floppy
Disc Drive

Cover design:
Louis Hsu
Saekow

Cover art:
Kevin Heney
&
Don Woo

THE VERY FIRST MONSTER COMPUTER WARGAME!



...the computer will handle all the details of the battle, from the movement of ships and planes to the firing of guns and the sinking of ships. You just tell the computer what you want to do, and it will do it for you.

SHIP TYPE	1	2	3	4	5	6	7	8	9	10	11	12
PLACEMENT	1	2	3	4	5	6	7	8	9	10	11	12
MOVEMENT	1	2	3	4	5	6	7	8	9	10	11	12
ATTACK	1	2	3	4	5	6	7	8	9	10	11	12

SHIP TYPE	1	2	3	4	5	6	7	8	9	10	11	12
PLACEMENT	1	2	3	4	5	6	7	8	9	10	11	12
MOVEMENT	1	2	3	4	5	6	7	8	9	10	11	12
ATTACK	1	2	3	4	5	6	7	8	9	10	11	12

MONSTROUS & COMPLEX--

GUADALCANAL CAMPAIGN-- starts on August 7, 1942 and ends on December 31, 1942. That's 147 days, each divided into one AM and one PM turn to give 294 turns in all. Every Japanese and American warship that historically participated in the campaign is included and exhaustively rated for speed, cargo/plane-carrying capacity, damage points, and number of main guns, secondary anti-aircraft guns and torpedo tubes.

YET SIMPLE & EASY TO PLAY.

Despite its seeming immensity and complexity, this game is extremely easy to play. In fact, a child could play it. (Of course, he'll get it.) All this is made possible by the well-written program that makes full use of the computer's versatile steel-trap memory (whose first job is to record all moves so you can save a game for resumption later).

THE GREAT COMPUTER

The computer provides a colorful search map and allows for realistic

If you think that this game is just another war game, you're wrong. It's a whole new kind of game, one that's never been played before. It's a game that's both simple and complex, easy to play and hard to master.

With the computer taking all the grinding drudgery out of the action, you are free to concentrate on the strategic planning. You must form a task force from your fleet, provide them with a mission, and deploy them wisely. You must not only deal with the complex interaction of the smaller ships and planes, but with transports and training carriers.

YOU ARE THE MASTERMIND

With the computer taking all the grinding drudgery out of the action, you are free to concentrate on the strategic planning. You must form a task force from your fleet, provide them with a mission, and deploy them wisely. You must not only deal with the complex interaction of the smaller ships and planes, but with transports and training carriers.

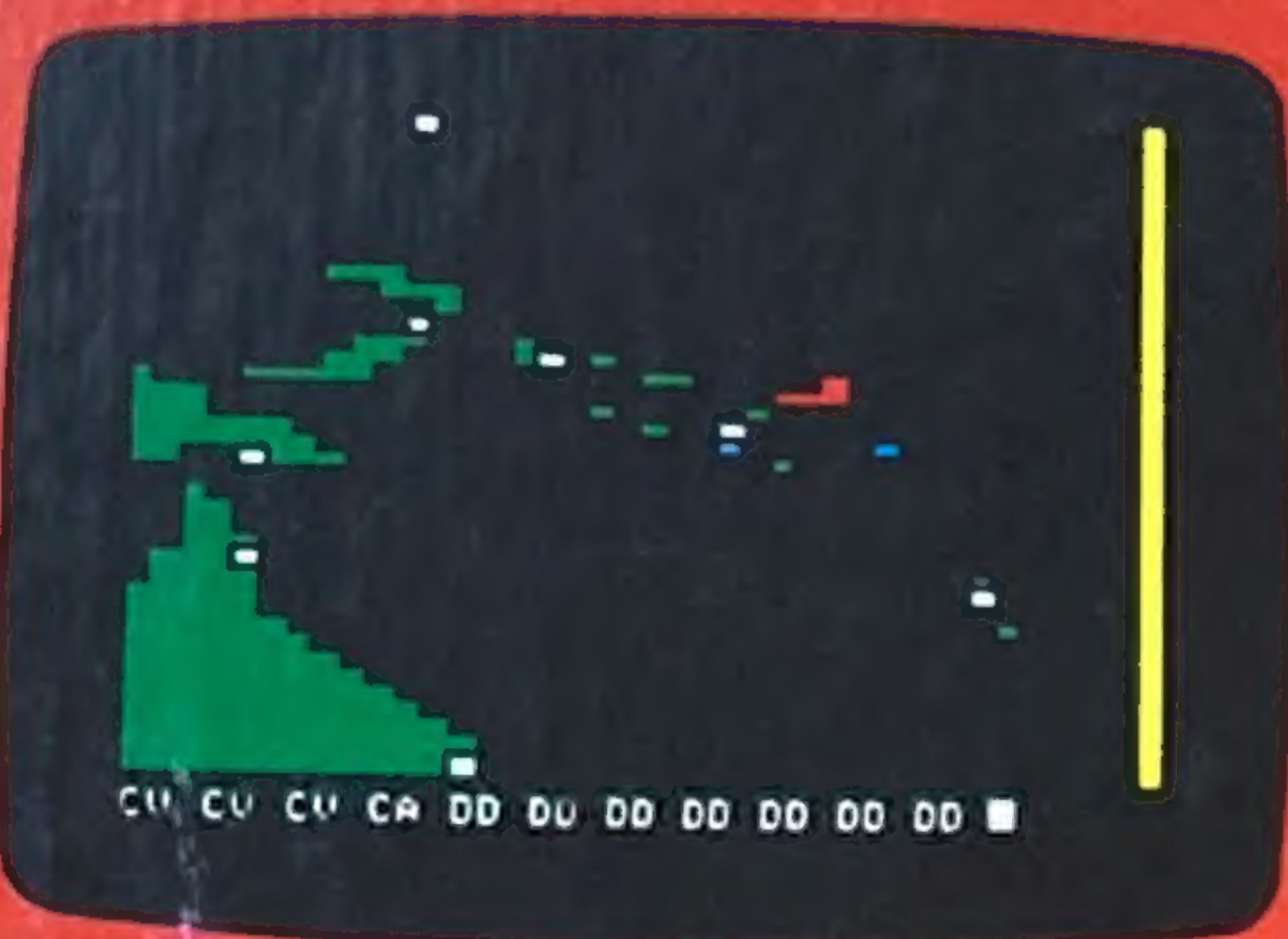
SHORTER SCENARIOS

When a long, drawn-out game is neither feasible nor desirable, we've provided for shorter scenarios. First, there is the "abridged" campaign that starts on October 1, which is a mere 184-turn game that lets you bypass preparatory details to jump right into the heat of battle. Then there are four mini-games that range from four to twelve turns, one of which is the Battle of the Coral Sea. You can polish off any one of these games in two to four hours.

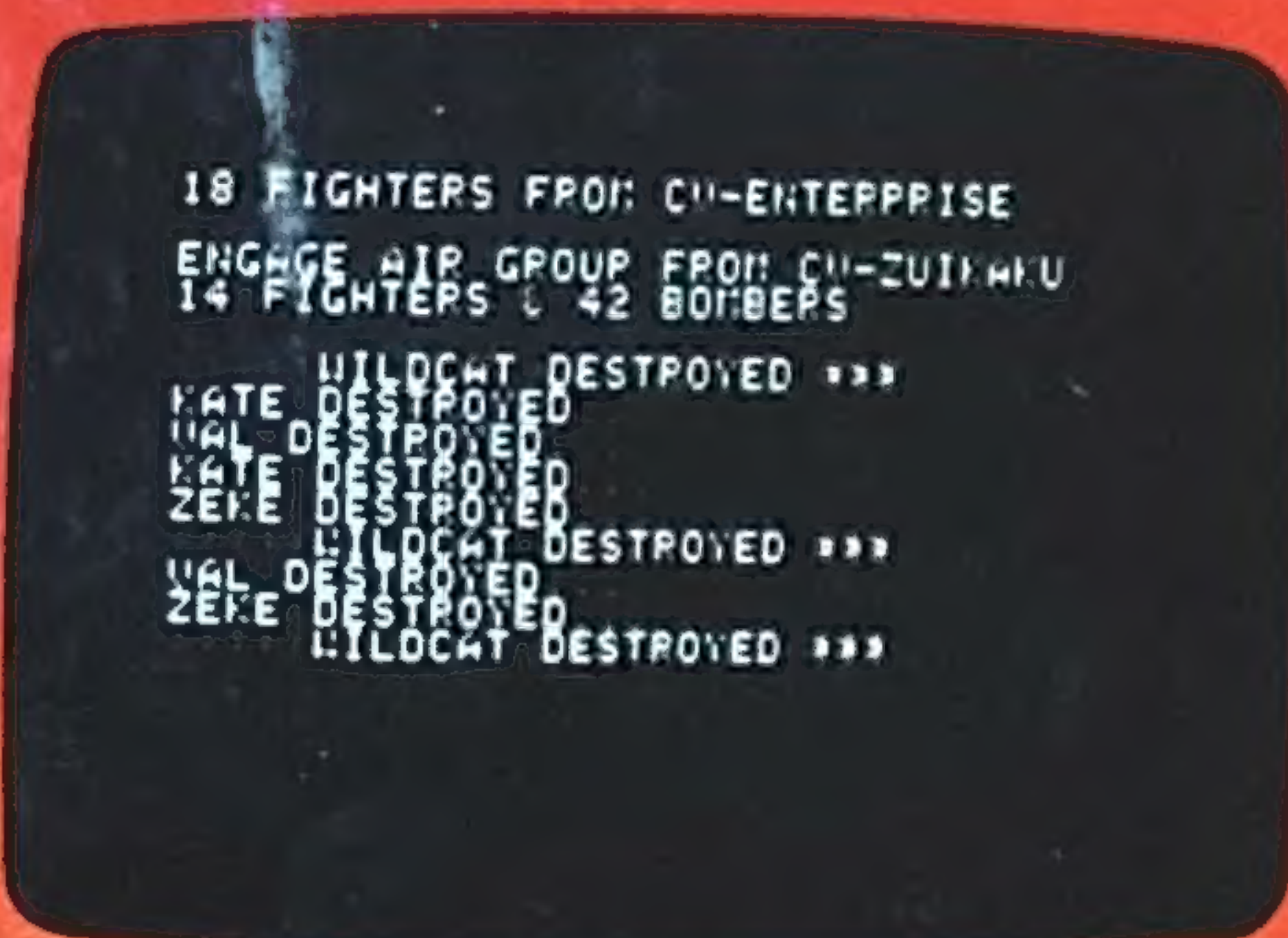
Finally, when you've lost all your friends from neglect and your last playing partner has relented to the demands of the real world, there is always the solitaire game. Here, the computer takes on the role of the Japanese so you can continue to live and breathe GUADALCANAL CAMPAIGN!

Apple is a registered trademark of Apple Computer, Inc.

THE VERY FIRST MONSTER COMPUTER WARGAME!



Colorful search map: green areas are land masses; blue blocks, Allied task forces; red, sighted Japanese task forces; and white, land bases.



Combat Air Patrol intercepting Japanese carrier air strikes.



Aircraft status on U.S. bases and carriers for the "Santa Cruz" scenario.



Details of a U.S. task force during the "Coral Sea" scenario, one of the four mini-games.

If you think that this game is full of giant apes and squids slugging it out, this is not for you! Put this box down right now and start looking for some of our space, fantasy, sports, and general-topic games.

But if you are an ardent wargamer and know that we're talking about a strategy simulation of immense scale.... ah, rejoice! (A "whoopceel" will do.) Because here in your hot little hands is one of the finest computer or board monster wargames ever made!

Our playtesters have forsaken sleep, food, even lustful pleasures — oh, most gladly and willingly — to play this 40-to-80-hour-long simulation of one of America's most devastating conflicts against Japan during World War II. And all have proclaimed it a superb game. Some consider it SSI's best to date!

To fully describe it without your hands-on experience is an exercise in futility. So here is a brief glimpse to make sure you *do* get your hands on it:

MONSTROUS & COMPLEX...

GUADALCANAL CAMPAIGN™ starts on August 7, 1942 and ends on December 31, 1942. That's 147 days, each divided into one AM and one PM turn to give 294 turns in all. Every Japanese and American warship that historically participated in the campaign is included and exhaustively rated for speed, cargo/plane-carrying capacity, damage points, and number of main guns, secondary anti-aircraft guns and torpedo tubes.

YET SIMPLE & EASY TO PLAY.

Despite its seeming immensity and complexity, this game is extremely easy to play. In fact, a child could play it. (Of course, he'll get creamed, but he will be able to *play* it.) All this is made possible by the well-written program that makes full use of the computer's versatile, steel-trap memory (whose first job is to record all moves so you can save a game for resumption later).

THE GREAT COMPUTER

The computer provides a colorful search map and allows for realistic

battle conditions such as hidden movement, limited intelligence, and inaccurate ship sightings. During tactical battle, it resolves every combat down to the last ship and plane!

YOU ARE THE MASTERMIND

With the computer taking all the grueling drudgery out of the action, you are free to concentrate on strategic planning. You must form task forces from your fleet, provide them with a mission, and deploy them wisely. You must not only deal with the complex interaction of infantry, ships and planes, but with the smaller details such as loading transports and training carrier pilots.

Yet even here, the computer makes it all very simple by prompting you at every move and decision. It also gives you a pipeline-of-ships report so you know when repaired ships and reinforcements will be available.

If the Japanese High Command had an administrator this good, it might well have taken Henderson Field and won the Guadalcanal campaign!

SHORTER SCENARIOS

When a long, drawn-out game is neither feasible nor desirable, we've provided for shorter scenarios.

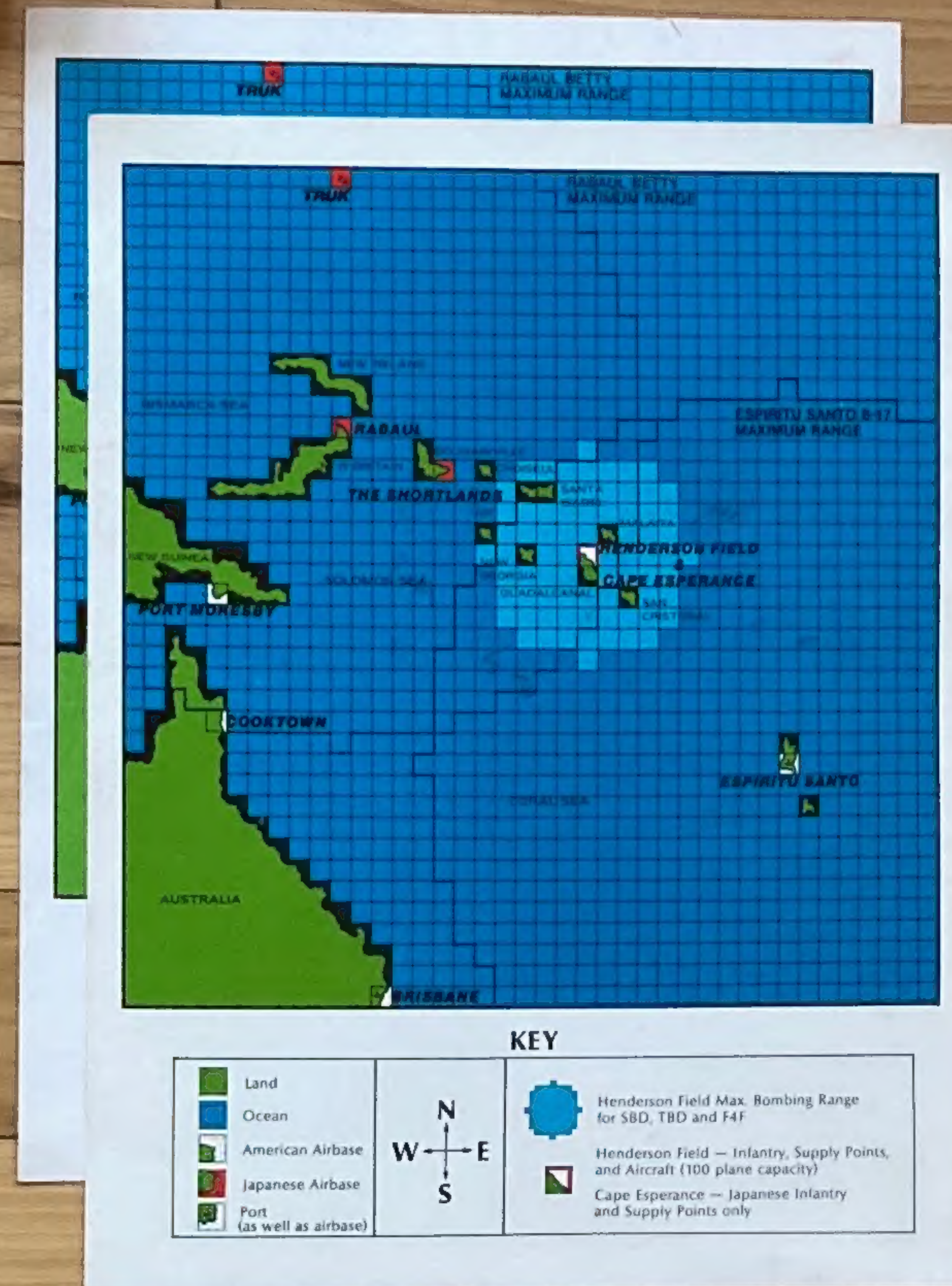
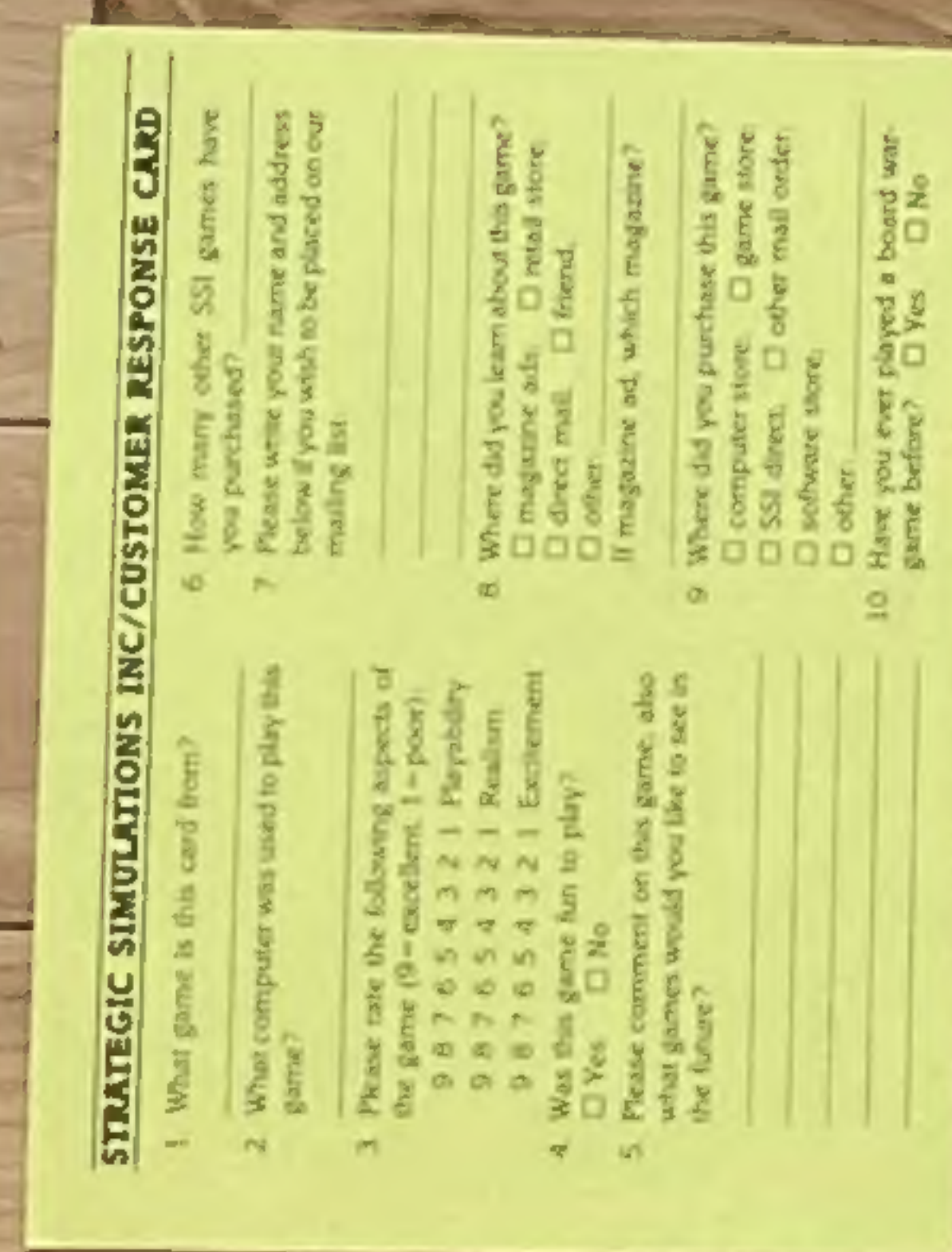
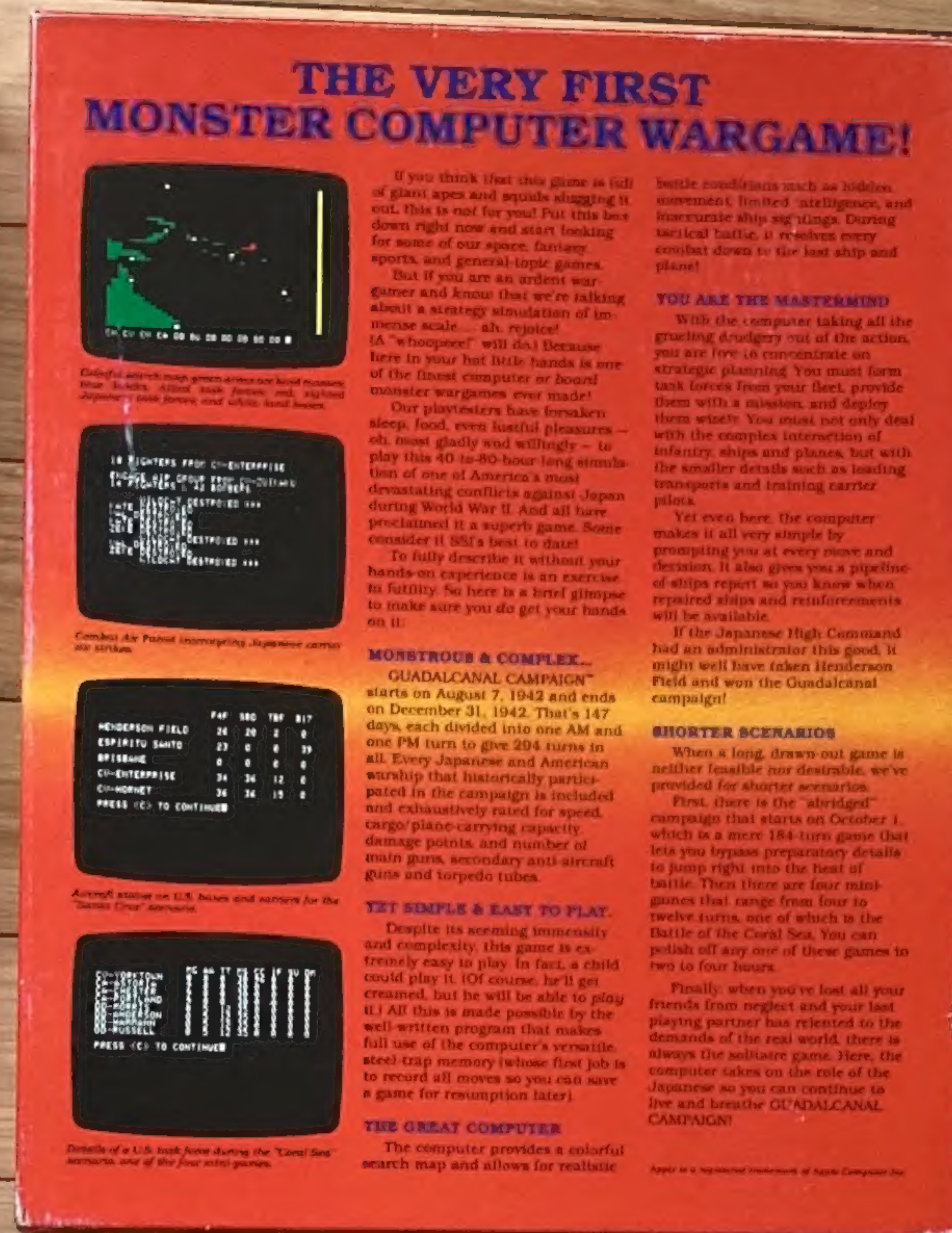
First, there is the "abridged" campaign that starts on October 1, which is a mere 184-turn game that lets you bypass preparatory details to jump right into the heat of battle. Then there are four mini-games that range from four to twelve turns, one of which is the Battle of the Coral Sea. You can polish off any one of these games in two to four hours.

Finally, when you've lost all your friends from neglect and your last playing partner has relented to the demands of the real world, there is always the solitaire game. Here, the computer takes on the role of the Japanese so you can continue to live and breathe GUADALCANAL CAMPAIGN!

Apple is a registered trademark of Apple Computer Inc.







GUADALCANAL CAMPAIGN

© 1982 by Gary Grigsby
All rights reserved



You never thought your computer could be this exciting!

STRATEGIC SIMULATIONS INC./CUSTOMER RESPONSE CARD

1. What game is this card from?
2. How many other SSI games have you purchased?
3. Please write your name and address
4. Please place on our

TF MISSIONS

- C — Combat Patrol
- B — Bombardment
- T — Transport
- U — Submarine
- FC — Fast Combat Patrol
- FB — Fast Bombardment
- FT — Fast Transport
- R — Return
- FR — Fast Return

ENDURANCE

- 60
- 60
- 60
- 80
- 6
- 6
- 6

ATTACK RANGES

- FORTRESS
- BETTY
- ZEKE
- NELL
- VAL
- KATE
- WILDCAT
- DAUNTLESS
- AVENGER
- DEVASTATOR

- 18
- 15
- 15
- 15
- 6
- 6
- 5
- 5
- 5
- 3

SEARCH RANGES

- FLOAT PLANES
- FORTRESS
- BETTY
- NELL
- VAL
- KATE
- DAUNTLESS
- AVENGER
- DEVASTATOR

- 20
- 20
- 20
- 20
- 12
- 12
- 10
- 10
- 6

DAMAGE CAUSED BY HIT

- AA (Secondary) Gun
- CL Main Gun
- CA Main Gun
- BOMB
- 21" Torpedo
- Other Japanese BB Main Guns
- MUTSU Main Gun
- US BB Main Gun
- 24" Torpedo
- YAMATO Main Gun

- 1/2
- 1
- 2
- 3
- 5
- 6
- 7
- 8
- 9
- 9

RELATIVE ACCURACY

- FORTRESS
- AVENGER
- DEVASTATOR
- NELL
- BETTY
- KATE
- DAUNTLESS
- VAL

- 1 (Bomb)
- 2 (Torpedo)
- 2 (Torpedo)
- 2 (Torpedo)
- 4 (Torpedo)
- 8 (Torpedo)
- 12 (Bomb)
- 16 (Bomb)

SEARCH SUCCESS FREQUENCY

AIRCRAFT

DISTANCE

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	98	60	20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	98	80	60	40	20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	98	86	73	60	46	33	20	6	0	0	0	0	0	0	0	0	0	0	0	0	0
4	98	89	80	69	60	50	40	30	20	10	0	0	0	0	0	0	0	0	0	0	0
5	98	91	84	76	67	60	52	43	35	28	20	10	3	0	0	0	0	0	0	0	0
6	98	93	86	80	73	66	60	53	46	40	33	26	20	13	6	0	0	0	0	0	0
7	98	94	88	82	77	71	65	60	54	48	42	37	31	25	20	14	8	2	0	0	0
8	98	94	89	85	80	75	69	64	60	55	50	44	40	34	30	25	20	15	10	5	0
9	98	95	91	86	82	77	73	68	64	60	55	51	46	43	37	33	28	24	30	15	11
10	98	95	91	87	84	80	76	71	67	63	60	56	52	47	43	40	35	31	28	23	20
11	98	96	92	89	85	81	78	74	70	67	63	60	56	52	49	45	41	38	34	30	27
12	98	96	93	89	86	83	80	76	73	69	66	63	60	56	53	50	46	43	40	36	33
13	98	96	93	90	87	84	81	78	75	72	69	66	63	60	56	53	50	47	44	41	38
14	98	97	94	91	88	85	82	80	77	74	71	68	65	62	60	57	54	51	48	45	42
15	98	97	94	91	89	86	84	81	78	76	73	70	67	65	62	60	57	54	52	49	46
16	98	97	94	92	89	87	85	82	80	77	75	72	69	67	64	62	60	57	55	52	50
17	98	97	95	92	90	88	85	83	81	78	76	74	71	69	67	64	62	60	57	55	52
18	98	97	95	93	91	88	86	84	82	80	77	75	73	71	68	66	64	62	60	57	55
19	98	97	95	93	91	89	87	85	83	81	78	76	74	72	70	68	66	64	62	60	57
20	98	97	95	93	91	89	87	86	84	82	80	78	76	73	71	69	67	65	63	62	60
21	98	98	96	94	92	90	88	86	84	82	80	79	77	75	73	71	69	67	65	63	61
22	98	98	96	94	92	90	89	87	85	83	81	80	78	76	74	72	70	69	67	65	63
23	98	98	96	94	93	91	89	87	86	84	82	80	79	77	75	73	72	70	68	66	65
24	98	98	96	94	93	91	89	88	86	85	83	81	80	78	76	75	73	71	69	68	66
25	98	98	96	95	93	91	90	88	87	85	84	82	80	79	77	76	74	72	71	69	67
26	98	98	96	95	93	92	90	89	87	86	84	83	81	80	78	76	75	73	72	70	69
27	98	98	97	95	94	92	91	89	88	86	85	83	82	80	79	77	76	74	73	71	70
28	98	98	97	95	94	92	91	89	88	87	85	84	82	81	80	78	77	75	74	72	71
29	98	98	97	95	94	93	91	90	88	87	86	85	84	82	81	80	78	77	76	74	73
30	98	98	97	95	94	93	91	90	89	87	86	85	84	83	81	80	79	78	76	75	74
31	98	98	97	96	94	93	92	90	89	88	87	86	85	84	83	81	80	79	78	76	75
32	98	98	97	96	94	93	92	91	89	88	87	86	85	84	83	82	81	80	79	78	76
33	98	98	97	96	95	93	92	91	90	89	88	87	86	85	84	83	82	81	80	79	78
34	98	98	97	96	95	94	92	91	90	89	88	87	86	85	84	83	82	81	80	79	78
35	98	98	97	96	95	94	93	91	90	89	88	87	86	85	84	83	82	81	80	79	78
36	98	98	97	96	95	94	93	92	91	89	88	87	86	85	84	83	82	81	80	79	78

Cross reference number of aircraft searching with the distance to an enemy surface task force to determine the probability of spotting the enemy task force (in clear weather). The probability of spotting subs is considerably smaller than that of sighting the enemy surface task forces.



KEY

Land

Ocean

American Airbase

Japanese Airbase

Port (as well as airbase)

N

W

E

S

Henderson Field Max. Bombing Range for SBD, TBD and F4F

Henderson Field — Infantry, Supply Points, and Aircraft (100 plane capacity)

Cape Esperance — Japanese Infantry and Supply Points only



STRATEGIC SIMULATIONS INC./CUSTOMER RESPONSE CARD

1. What game is this card from?
2. What computer was used to play this game?
3. Please rate the following aspects of the game (9 = excellent, 1 = poor):
9 8 7 6 5 4 3 2 1 Playability
9 8 7 6 5 4 3 2 1 Realism
9 8 7 6 5 4 3 2 1 Excitement
4. Was this game fun to play?
☐ Yes ☐ No
5. Please comment on this game; also what games would you like to see in the future?
6. How many other SSI games have you purchased?
7. Please write your name and address below if you wish to be placed on our mailing list.
8. Where did you learn about this game?
☐ magazine ads; ☐ retail store;
☐ direct mail; ☐ friend;
☐ other:
If magazine ad, which magazine?
9. Where did you purchase this game?
☐ computer store; ☐ game store;
☐ SSI direct; ☐ other mail order;
☐ software store;
☐ other:
10. Have you ever played a board war game before? ☐ Yes ☐ No

TF MISSIONS

C — Combat Patrol
B — Bombardment
T — Transport
U — Submarine
FC — Fast Combat
FB — Fast Bombardment
FT — Fast Transport
R — Return
FR — Fast Return

ENDURANCE

60
60

ATTACK RANGES

FORTRESS
BETTY

SEARCH RANGES

FLOAT PLANES 20
FORTRESS 20

DAMAGE

AA (Secondary)
CL Main Gun
CA Main Gun
BOMB
21" Torpedo
Other Japanese
MUTSU Main Gun
US BB Main Gun
24" Torpedo
YAMATO Main Gun

AIRCRAFT

0
1 98
2 98
3 98
4 98
5 98
6 98
7 98
8 98
9 98
10 98
11 98
12 98
13 98
14 98
15 98
16 98
17 98
18 98
19 98
20 98
21 98
22 98
23 98
24 98
25 98
26 98
27 98
28 98
29 98
30 98
31 98
32 98
33 98
34 98
35 98
36 98

Cross reference
probability of
smaller than

TF MISSIONS

C — Combat Patrol
B — Bombardment
T — Transport
U — Submarine
FC — Fast Combat Patrol
FB — Fast Bombardment
FT — Fast Transport
R — Return
FR — Fast Return

ENDURANCE

60
60
60
80
6
6
6

ATTACK RANGES

FORTRESS
BETTY
ZEKE
NELL
VAL
KATE
WILDCAT
DAUNTLESS
AVENGER
DEVASTATOR

SEARCH RANGES

FLOAT PLANES 20
FORTRESS 20
BETTY 20
NELL 20
VAL 12
KATE 12
DAUNTLESS 10
AVENGER 10
DEVASTATOR 6

DAMAGE CAUSED BY HIT

AA (Secondary) Gun 1/2
CL Main Gun 1
CA Main Gun 2
BOMB 3
21" Torpedo 5
Other Japanese BB Main Guns 6
MUTSU Main Gun 7
US BB Main Gun 8
24" Torpedo 9
YAMATO Main Gun 9

RELATIVE ACCURACY

FORTRESS 1 (Bomb)
AVENGER 2 (Torpedo)
DEVASTATOR 2 (Torpedo)
NELL 2 (Torpedo)
BETTY 4 (Torpedo)
KATE 8 (Torpedo)
DAUNTLESS 12 (Bomb)
VAL 16 (Bomb)

SEARCH SUCCESS FREQUENCY

AIRCRAFT

DISTANCE

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	98	60	20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	98	80	60	40	20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	98	86	73	60	46	33	20	6	0	0	0	0	0	0	0	0	0	0	0	0	0
4	98	89	80	69	60	50	40	30	20	10	0	0	0	0	0	0	0	0	0	0	0
5	98	91	84	76	67	60	52	43	35	28	20	10	3	0	0	0	0	0	0	0	0
6	98	93	86	80	73	66	60	53	46	40	33	26	20	13	6	0	0	0	0	0	0
7	98	94	88	82	77	71	65	60	54	48	42	37	31	25	20	14	8	2	0	0	0
8	98	94	89	85	80	75	69	64	60	55	50	44	40	34	30	25	20	15	10	5	0
9	98	95	91	86	82	77	73	68	64	60	55	51	46	43	37	33	28	24	30	15	11
10	98	95	91	87	84	80	76	71	67	63	60	56	52	47	43	40	35	31	28	23	20
11	98	96	92	89	85	81	78	74	70	67	63	60	56	52	48	45	41	38	34	30	27
12	98	96	93	89	86	83	80	76	73	69	66	63	60	56	53	50	46	43	40	36	33
13	98	96	93	90	87	84	81	78	75	72	69	66	63	60	56	53	50	47	44	41	38
14	98	97	94	91	88	85	82	80	77	74	71	68	65	62	60	57	54	51	48	45	42
15	98	97	94	91	89	86	84	81	78	76	73	70	67	65	62	60	57	55	52	50	
16	98	97	94	92	89	87	85	82	80	77	75	72	69	67	64	62	60	57	55	52	50
17	98	97	95	92	90	88	85	83	81	78	76	74	71	69	67	64	62	60	57	55	52
18	98	97	95	93	91	89	87	85	83	81	78	76	74	72	70	68	66	64	62	60	57
19	98	97	95	93	91	89	87	86	84	82	80	78	76	73	71	69	67	65	63	61	58
20	98	97	95	93	91	89	87	86	84	82	80	79	77	75	73	71	69	67	65	63	61
21	98	98	96	94	92	90	89	87	85	83	81	80	78	76	74	72	70	68	66	64	62
22	98	98	96	94	93	91	89	87	86	84	82	80	79	77	75	73	71	69	67	65	63
23	98	98	96	94	93	91	89	88	86	85	83	81	80	78	76	75	73	71	69	67	65
24	98	98	96	94	93	91	90	88	87	85	84	82	80	79	77	76	74	73	71	69	67
25	98	98	96	95	93	92	90	89	87	86	85	83	82	80	79	77	76	74	73	71	69
26	98	98	96	95	93	92	91	89	88	86	85	83	82	80	79	77	76	74	73	71	69
27	98	98	97	95	94	92	91	89	88	87	85	84	82	81	80	79	77	76	74	73	71
28	98	98	97	95	94	93	91	90	88	87	86	85	84	82	81	80	79	78	76	74	73
29	98	98	97	95	94	93	91	90	89	87	86	85	84	83	81	80	79	78	76	74	73
30	98	98	97	95	94	93	92	90	89	88	87	86	85	84	83	82	81	80	79	78	76
31	98	98	97	96	94	93	92	91	89	88	87	86	85	84	83	82	81	80	79	78	76
32	98	98	97	96	95	93	92	91	90	89	88	87	86	85	84	83	82	81	80	79	78
33	98	98	97	96	95	94	92	91	90	89	88	87	86	85	84	83	82	81	80	79	78
34	98	98	97	96	95	94	93	91	90	89	88	87	86	85	84	83	82	81	80	79	78
35	98	98	97	96	95	94	93	92	91	89	88	87	86	85	84	83	82	81	80	79	78
36	98	98	97	96	95	94	93	92	91	89	88	87	86	85	84	83	82	81	80	79	78

Cross reference number of aircraft searching with the distance to an enemy surface task force to determine the probability of spotting the enemy task force (in clear weather). The probability of spotting subs is considerably smaller than that of sighting the enemy surface task forces.